**Structure of the Design Document**

<Name of Object> Design

Designer Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Period: \_\_\_\_\_\_\_\_\_\_\_\_\_

**Description**

Describe what this object does. Tell the reader why they would want to use your object. This is usually a single, succinct paragraph. Spelling and grammar count!

**Services**

Describe the services (public methods) that this object exposes. Here you need to specify run time requirements, pre and post conditions you have identified in the process of the design, and any other considerations such as state variables affected. Some of the method documentation is likely to come directly from this section.

**Internal Data Structures and State**

This section describes any internal data structures such as arrays or other objects. You must describe their purpose, how they are initialized and how they are used. Additionally, any state variables needed by your object are described in this section.

**Test Plan**

This section describes how you will confirm that your class lives up to the expectations you set. For ex. if you create an instance of your class and you print it using System.out.println then it should display the state in the manner described in your toString() implementation. The test plan should be a brief overview of how you will confirm that the methods in the public interface of your class behave as described.